WHAT IS CLAIMED IS:

1   1.   A method for enabling re-use of presentation objects by a printing

2   system, comprising:

3   identifying an object for presentation by a printing system, and

4   assigning a globally-unique identifier to the object.

1   2.   The method of claim 1 wherein the globally-unique identifier assigned

2   to the object allows the object to be securely and correctly referenced for re-use.

1   3.   The method of claim 1 wherein the globally-unique identifier assigned

2   to the object is platform-independent.

1   4.   The method of claim 1 wherein the globally-unique identifier is based

2   upon an International Standards Organization administered global naming tree.

1   5.   The method of claim 1 wherein the globally-unique identifier is

2   contained in a syntax structure of a data stream.

1   6.   The method of claim 5 wherein the data stream is a Mixed Object

2   Document Content Architecture data stream.

1 7.   The method of claim 1 wherein the assigning a globally-unique

2 identifier further comprises:

3   requesting, in an International Standards Organization administered global

4 naming tree, a first node for an application that uses the object;

5   registering, under the first node, a second node for each license of the

6 application; and

7   assigning a globally-unique identifier for the object, the globally-unique

8 identifier including an indication of the object, the first node and the second node.

1 8.   The method of claim 1 wherein the assigning a globally-unique

2 identifier further comprises generating a globally-unique identifier for an object, the

3 generated globally-unique identifier includes an indication of a first node

4 representing an application that uses the object, of a second node for each license

5 of the application and of the object.

1 9.   The method of claim 8 wherein the indication of the object includes a

2 time stamp.

1 10.   The method of claim 9 wherein the time stamp includes an indication

2 of the date and time.

1 11.   The method of claim 8 wherein the indication of the object includes a

2 checksum value.

1   12.   The method of claim 8 wherein the indication of the object includes a

2   binary counter.

1   13.   A method for managing presentation objects for multiple use,

2   comprising:

3   caching an object when downloaded; and

4   capturing the object in memory if a globally-unique identifier has been

5   assigned to the object.

1   14.   The method of claim 13 wherein the memory comprises permanent

2   storage.

1   15.   The method of claim 13 further comprising deleting previously

2   captured objects to increase available capture storage area in the memory.

1   16.   The method of claim 15 wherein the deleting comprises deleting non-

2   active, least-recently used objects first.

1   17.   The method of claim 15 wherein the deleting comprises largest objects

2   first.

1   18.   The method of claim 15 wherein the deleting comprises smallest

2   objects first.

1   19.   A method for processing referenced objects, comprising:

2   referencing an object by selected indicia, the selected indicia being a name, a

3   globally-unique identifier or a globally-unique identifier and an object locator;

4   searching for the object by the selected indicia; and

5   determining whether to capture the object based upon whether the selected

6   indicia includes a globally-unique identifier.

1   20.   The method of claim 19 wherein the referencing of the object is by an

2   object name and the searching for the object is performed by object name.

1   21.   The method of claim 20 further comprising attempting to find the object

2   when the object resident in a presentation device is referenced with a globally-

3   unique identifier.

1   22.   The method of claim 21 further comprising downloading and capturing

2   the object when the attempt to find the resident object fails and the object is

3   referenced from a secure environment.

1   23.   The method of claim 19 wherein the referencing of the object is by a

2   globally-unique identifier.

1   24.   The method of claim 23 further comprising attempting to find the object

2   resident in the presentation device using a globally-unique identifier

1   25.   The method of claim 24 further comprising searching for the resource

2   inline in a resource group in a print file when the search for a resident globally-

3   unique identifier fails.

1   26.   The method of claim 25 further comprising downloading and capturing

2   the object by the globally-unique identifier if the resource is found inline in a

3   resource group in the print file and the object is secure.

1   27.   The method of claim 19 wherein the referencing of the object is by a

2   globally-unique identifier and an object locator.

1   28.   The method of claim 27 further comprising attempting to find the object

2   resident in the presentation device using a globally-unique identifier.

1   29.   The method of claim 28 further comprising searching for the resource

2   inline in a resource group in a print file when the search for a resident globally-

3   unique identifier fails.

1   30.   The method of claim 29 further comprising downloading and capturing

2   the object by the globally-unique identifier if the resource is found inline in a

3   resource group in the print file and the object is secure.

1   31.   The method of claim 29 further comprising looking for the object in a

2   resource library by object locator when the inline search is unsuccessful.

1   32.   The method of claim 31 further comprising determining whether the

2   globally-unique identifier assigned to the object matches the globally-unique

3   identifier referenced.

1   33.   The method of claim 32 further comprising downloading and capturing

2   the object by the globally-unique identifier if the globally-unique identifier assigned to

3   the object matches the globally-unique identifier referenced.

1   34.   The method of claim 32 further comprising indicating an error if the

2   globally-unique identifier assigned to the object does not match the globally-unique

3   identifier referenced.

1   35.   The method of claim 32 further comprising indicating an error if the

2   object does not contain a globally-unique identifier.

1   36.   The method of claim 19 further comprising downloading the object

2   without generating an error when a capture storage is full.

1   37.   A object data structure of a data stream for referencing and identifying

2   presentation objects, the object data structure including a globally-unique identifier

3   assigned to a presentation object, the globally-unique identifier providing integrity to

4   object identification.

1   38.   The data structure of claim 37 wherein the globally-unique identifier

2   assigned to the object allows the object to be securely referenced for re-use.

1 39.   The data structure of claim 37 wherein the globally-unique identifier

2 assigned to the object is platform-independent.

1 40.   The data structure of claim 37 wherein the data stream is a Mixed

2 Object Document Content Architecture data stream.

1 41.   The data structure of claim 37 wherein the globally-unique identifier

2 comprises a date and time stamp.

1 42.   The data structure of claim 37 wherein the globally-unique identifier

2 comprises a checksum value.

1 43.   The data structure of claim 37 wherein the globally-unique identifier

2 comprises a binary counter.

1 44.   A system for managing presentation objects for multiple use,

2 comprising:

3   a cache for caching an object when downloaded; and

4   printer capture storage for capturing the object if a globally-unique identifier

5 has been assigned to the object.

1 45.   The system of claim 44 further comprising a print server, the print

2 server deleting previously captured objects in the printer capture storage.

1 46.   The system of claim 44 further comprising a print server, the print

2 server deleting previously downloaded or active objects.

1   47.   The system of claim 46 wherein the previously downloaded or active

2   objects exist in capture storage or cache storage.

1   48.   The system of claim 46 further comprising a printer control unit for

2   marking deleted objects in capture storage as removable.

1   49.   The system of claim 48 wherein a removable object is deleted when a

2   capture request is received to make storage available to capture a new resource.

1   50.   A system for processing referenced objects, comprising:

2   a print server for searching for an object referenced by a selected indicia in a

3   data stream, the selected indicia being a name, a globally-unique identifier or a

4   globally-unique identifier and an object locator; and

5   a control unit for capturing the object;

6   wherein the control unit determines if the object is to be captured based upon

7   whether the selected indicia includes a globally-unique identifier.

1   51.   The system of claim 50 wherein the data stream references the object

2   by an object name and the print server searches for the object by object name.

1   52.   The system of claim 51 wherein the print server attempts to find the

2   object resident in a presentation device when the object is referenced with a

3   globally-unique identifier.

1   53.   The system of claim 52 wherein the print server downloads the object

2   and the control unit captures the object when the attempt to find the resident object

3   fails and the object is referenced from a secure environment.

1   54.   The system of claim 50 wherein the control unit references the object

2   by a globally-unique identifier.

1   55.   The system of claim 54 wherein the print server attempts to find the

2   object resident in the presentation device using a globally-unique identifier.

1   56.   The system of claim 55 wherein the print server searches for the

2   resource inline when the search for a resident globally-unique identifier fails.

1   57.   The system of claim 56 wherein the print server downloads the object

2   and the control unit captures the object by the globally-unique identifier if the

3   resource is found inline and the object is secure.

1   58.   The system of claim 50 wherein the data stream references the object

2   by a globally-unique identifier and an object locator.

1   59.   The system of claim 58 wherein the print server attempts to find the

2   object by searching for a resident globally-unique identifier.

1   60.   The system of claim 59 wherein the print server searches for the

2   resource inline when the search for a resident globally-unique identifier fails.

1   61.   The system of claim 60 wherein the print server downloads and the

2   control unit captures the object by the globally-unique identifier if the resource is

3   found inline and the object is secure.

1   62.   The system of claim 60 wherein the print server looks for the object by

2   object locator in a resource library when the inline search is unsuccessful.

1   63.   The system of claim 62 wherein the print server determines whether

2   the globally-unique identifier assigned to the object matches the globally-unique

3   identifier referenced.

1   64.   The system of claim 63 wherein the print server downloads the object

2   and the control unit captures the object by the globally-unique identifier if the

3   globally-unique identifier assigned to the object matches the globally-unique

4   identifier referenced.

1   65.   The system of claim 63 wherein the print server provides an indication

2   of an error if the globally-unique identifier assigned to the object does not match the

3   globally-unique identifier referenced.

1   66.   The system of claim 63 wherein the print server provides an indication

2   of an error if the object does not contain a globally-unique identifier.

1   67.   An article of manufacture comprising a program storage medium

2   readable by a computer, the medium tangibly embodying one or more programs of

3   instructions executable by the computer to perform a method for managing

4   presentation objects for multiple use, the method comprising:

5   caching an object when downloaded; and

6   capturing the object in permanent storage if a globally-unique identifier has

7   been assigned to the object.

1   68.   The article of manufacture of claim 67 further comprising deleting

2   previously captured objects to increase available capture memory.

1   69.   An article of manufacture comprising a program storage medium

2   readable by a computer, the medium tangibly embodying one or more programs of

3   instructions executable by the computer to perform a method for processing

4   referenced objects, the method comprising:

5   referencing an object by selected indicia, the selected indicia being a name, a

6   globally-unique identifier or a globally-unique identifier and an object locator;

7   searching for the object by the selected indicia; and

8   determining whether to capture the object based upon whether the selected

9   indicia includes a globally-unique identifier.